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Subject: Camera + Alarm

Posted by [Brandon](#) on Sun, 30 Mar 2008 01:10:37 GMT

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Ok, so I am rather busy working with a Survival Mode here and IronWarrior hasn't replied to my PM in quite awhile so I'll ask publicly.

I was wondering how to get the camera to sound the alarm "multiple" times. I want to hear the alarm go until the intruder is killed. I got the alarm to work earlier but it sounded REALLY choppy because the camera kept looking at the player, then away, then back again. But I was wondering how IronWarrior got it to work on the MP-Gaming OmegaAOW server awhile back.

I'm currently using the scripts RMV\_Camera\_Behavior and JFW\_Enemy\_Seen\_Send\_Custom (at least I think that's right). Bad thing is when an enemy is seen the camera sends multiple messages and thus "spams" and makes the alarm sound choppy.

So could someone help me out because I'm really pre-occupied with setting other stuff up for my next Survival Mode and don't have much time to spare as is on testing.

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Subject: Re: Camera + Alarm

Posted by [Veyrdite](#) on Sun, 30 Mar 2008 01:38:12 GMT

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What does RMV\_Camera\_Behaviour do? Have you tried it without it, or JFW\_Base\_Defence instead?

The script could be causing the flooding bug with JFW\_Enemy\_Seen\_Send\_Custom.

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Subject: Re: Camera + Alarm

Posted by [Brandon](#) on Sun, 30 Mar 2008 18:32:05 GMT

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I don't want the camera to shoot though, but I'll give it a try though.

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Subject: Re: Camera + Alarm

Posted by [IronWarrior](#) on Sun, 30 Mar 2008 22:56:44 GMT

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Just add RMV\_Camera\_Behaviour to the ceiling gun or camera.

I forgot the values for it, but if you add it to the gun and the value says, is gun, you type 1 for yes, if not, leave it blank.

That is it, the script will make a alarm go off just the once per map.. I couldn't get it to work more

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after that, but it will beep alot and track enemy.

No other scripts needed.

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Subject: Re: Camera + Alarm

Posted by [ErroR](#) on Tue, 01 Apr 2008 13:13:48 GMT

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M06\_Camera\_Behavior

Camera script with alarm.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=112>

a large list of scripts and what do they do

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